The Learning Company™

Gertrude's Secrets™

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Gertrude's Secrets

Gertrude's Secrets runs on

- ☐ Apple II, 48K
- ☐ Apple II+, 48K
- ☐ Apple IIe (with CAPS LOCK key down).

For:

- ☐ Disk] [
- ☐ Color monitor or TV

For:

- ☐ Ages 4-10

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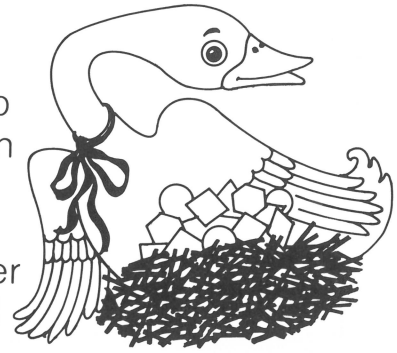
WELCOME TO GERTRUDE'S SECRETS



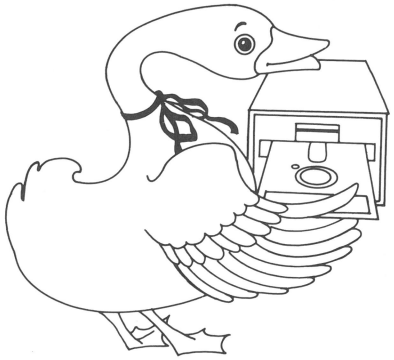
Meet Gertrude, the puzzle-loving goose. She has some challenging puzzles for you to solve. They will help you learn to see similarities and differences, a skill you need for learning numbers and number patterns and for reading hard words that look almost alike. Her puzzles also make you think. They take logic and deductive reasoning: This shape goes here. It will not go there. Therefore, Gertrude's secret puzzle rule must be this.

Take your time. Think it out. Keep trying. Some of Gertrude's puzzles are tricky! But Gertrude loves to see you thinking clearly. Each time you guess her secret rule or complete her pattern, she will light up your screen, play music, and fly in with a treasure for you.

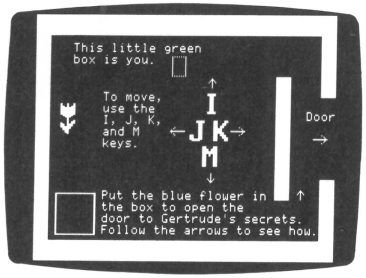
P.S. Some people may think that Gertrude's Secrets is just for fun. To see what you are learning, turn to THE LEARNING LIST on page 18.

GETTING STARTED

Put your Gertrude's Secrets disk in the disk drive and close the door.
Turn on your computer.
If you are using an Apple IIe computer, be sure the CAPS LOCK key is pressed down.



THE LEARNING ROOMS


This little green box is you.
To move, use the I, J, K, and M keys.
I
J K
M
Door
Put the blue flower in the box to open the door to Gertrude's secrets. Follow the arrows to see how.

As soon as the program is loaded, you will see the title screen. Then you will see Gertrude's first "learning" room.

Is this the first time you have played Gertrude's Secrets? You will need to learn:

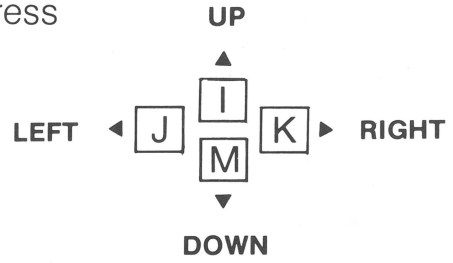
- how to move.
- how to pick up and drop objects.

This is what you move: □. It's the green box on your screen. It's called a "cursor."

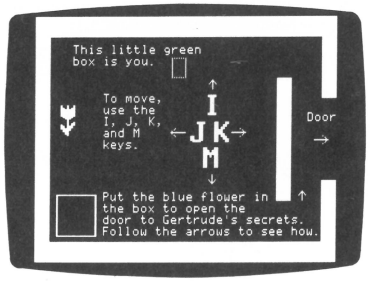
You move your cursor to travel from room to room. Arrows and signs point the way.

HOW TO MOVE

These are the keys you press to move your cursor:



Practice moving. Then follow the arrow. Move through the open door on the right of your screen.


This little green box is you.
To move, use the I, J, K, and M keys.
I
J K
M
Door
Put the blue flower in the box to open the door to Gertrude's secrets. Follow the arrows to see how.

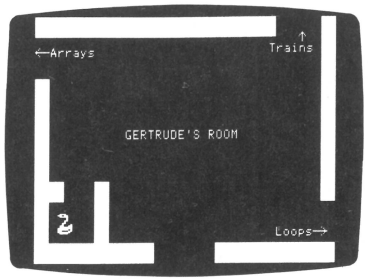
In the next rooms you can find out how to:

- pick up and drop things.
- move faster or slower.
- use a joystick instead of your keyboard.
- turn the sound off and on.

If you already know how to do these things, you can take a shortcut to the games. Pick up the flower and "plant" it in the box. This opens the hidden door to Gertrude's Secrets.

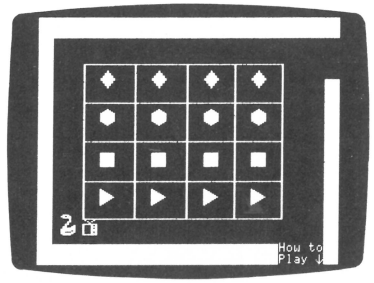
HOW TO PLAY

To play, you must first find Gertrude. She is resting in her nest.



- Move your cursor to GERTRUDE'S ROOM.
- Pick Gertrude up. Take her to the puzzle room of your choice.
- Let Gertrude go. She will fly off and return with a set of puzzle pieces.
- If you are unsure of how to play, go through the door marked "HOW TO PLAY." First look at the sample puzzle. Then move to the rule room. Read the instructions.
- When you are ready, move back to the puzzle room. Pick up a piece and drop it in a box. If the piece fits Gertrude's secret rule, it will stay in the box.
- Keep trying until you can solve the puzzle.

When you win, Gertrude will bring you a treasure. Win six treasures in a row and become a Secret Master.



To play the puzzle again:
Pick Gertrude up. The old pieces will return to the STORE ROOM. Your treasure will pop to the TREASURE ROOM.

Now let go of Gertrude. She will fly to the STORE ROOM and bring back a new set of pieces. As you play, Gertrude will rest in her nest.

To begin a different puzzle:
Pick up Gertrude. If she is not next to your treasure, look for her in her nest. Carry her to the new puzzle room. Let her fly off for the pieces.

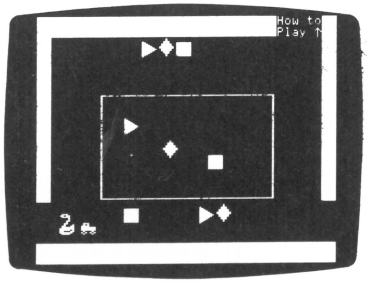
GERTRUDE'S PUZZLES

Gertrude has loads of puzzles, all for you to solve. The trick is to figure them out. When you guess the rule and solve the puzzle, Gertrude will bring you a treasure.

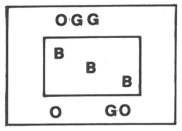
There are three different kinds of puzzles: LOOPS, TRAINS, and ARRAYS.

GERTRUDE'S LOOPS:

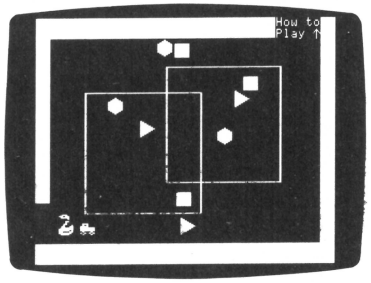
- **1 Loop Puzzle (Easier)**
  Guess which pieces belong in the box. Is it the shape that fits the rule? Or is it the color? You can tell when your guess is wrong. The piece falls out of the box!

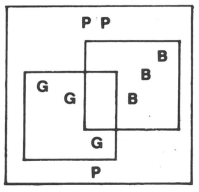


COLOR CODE:
B = BLUE
O = ORANGE
G = GREEN
P = PURPLE



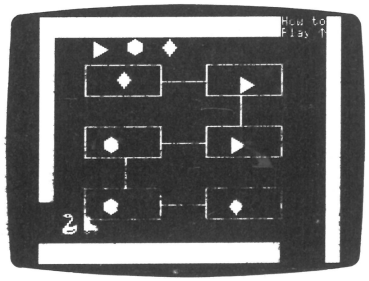
- **2 Loop Puzzle (Harder)**
  Guess which pieces belong in each box. Do any go in the middle? The pieces that belong in both boxes will stay in the middle. Pay attention to colors *and* shapes.

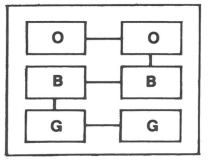




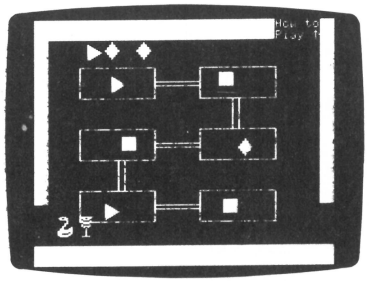
GERTRUDE'S TRAINS

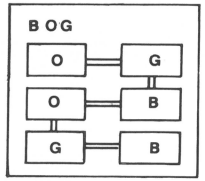
- **1-difference Train Puzzle (Easier)**
  Choose pieces to place in each box. Gertrude fills the first one. You choose a puzzle piece to put in the next box. Then the next. And the next. Each piece must be different from the one before in only one way (either color or shape). There are lots of different trains that Gertrude will like.



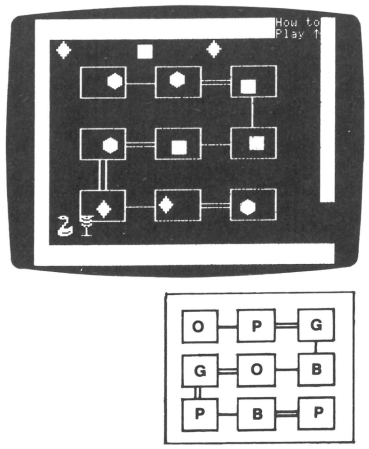


- **2-difference Train Puzzle (Easier)**
  This train works just like the one before. But now each piece you put down must be a different shape and color from the one before. You know this because there are *two* lines connecting each box.



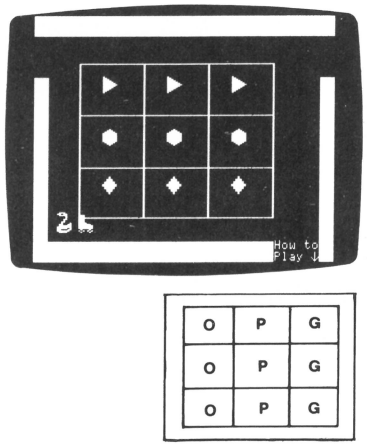


- **Mixed-difference Train Puzzle (Harder)**
  Pay attention to the lines between each box. One line means that the next piece must differ in only one way (color *or* shape). Two lines mean that the next piece must differ in two ways (color *and* shape).

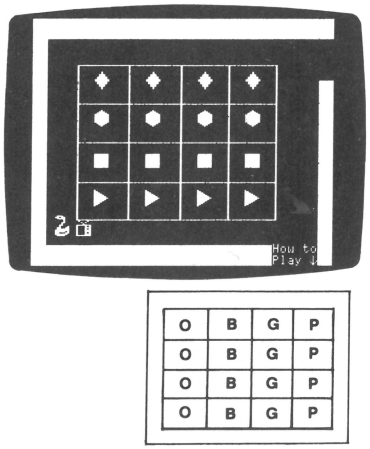


ARRAYS

- **The 3 x 3 Array**
  Figure out Gertrude's pattern. Should the pieces in each row be the same color? Or the same shape? And what are the rules for the columns? If the piece falls out of the box, you will know you must try something else.



- **The 4 x 4 Array**
  This is like the puzzle above, but the added row and column could make it a little bit harder to solve.

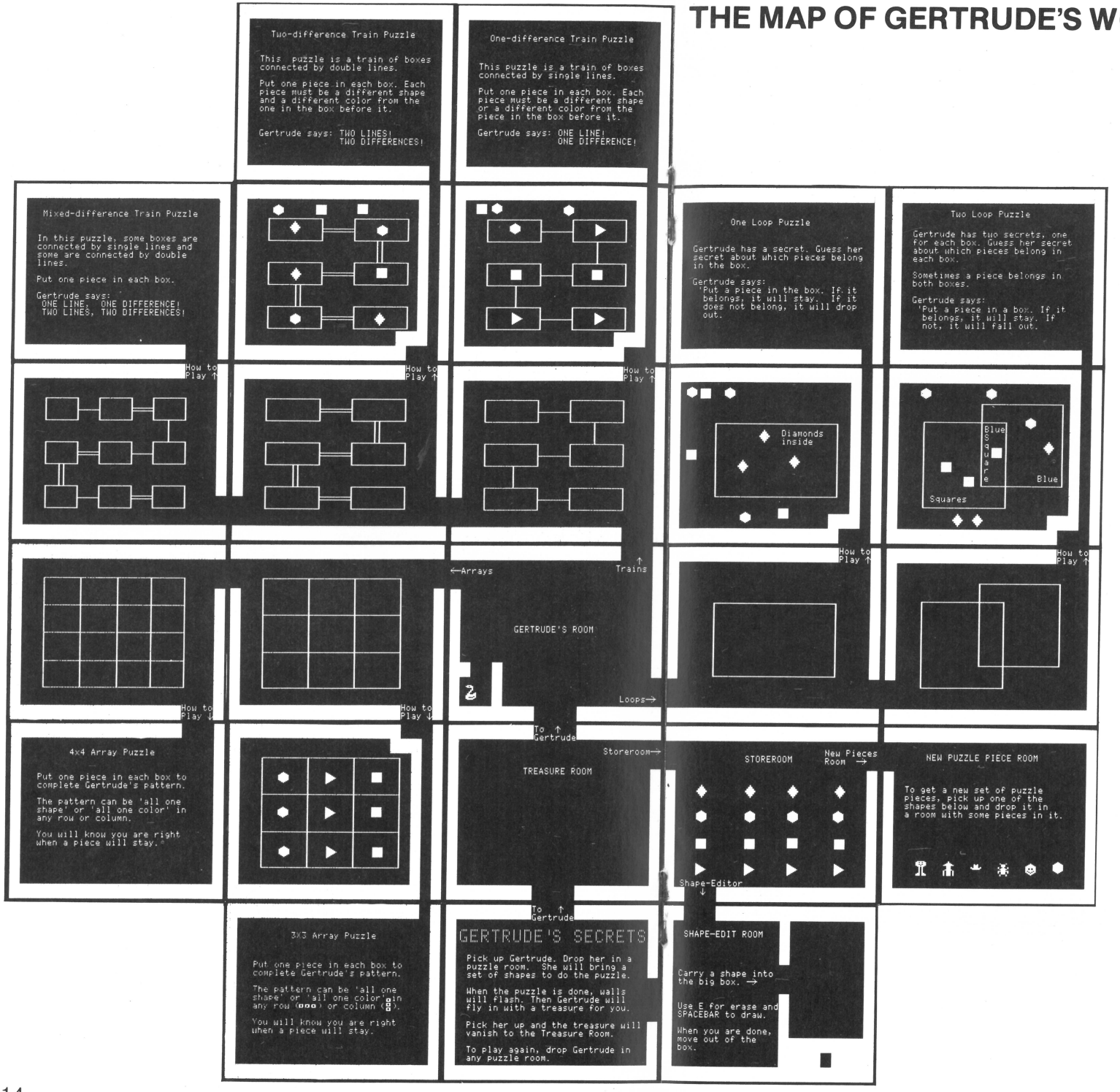


A map of Gertrude's world can be found on pages 14 and 15 of this manual. The map shows you the puzzles and many other special rooms.

Look for these rooms on the map:

- **Sample Rooms:** These show you one solution to each puzzle. If you study the sample, it helps you understand what to do.
- **Rule Rooms:** These tell you how to work each puzzle. You can easily find these rooms. They are filled with written instructions.

THE MAP OF GERTRUDE'S WORLD


Two-difference Train Puzzle
This puzzle is a train of boxes connected by double lines.
Put one piece in each box. Each piece must be a different shape and a different color from the one in the box before it.
Gertrude says: TWO LINES! TWO DIFFERENCES!
One-difference Train Puzzle
This puzzle is a train of boxes connected by single lines.
Put one piece in each box. Each piece must be a different shape or a different color from the piece in the box before it.
Gertrude says: ONE LINE! ONE DIFFERENCE!
Mixed-difference Train Puzzle
In this puzzle, some boxes are connected by single lines and some are connected by double lines.
Put one piece in each box.
Gertrude says: ONE LINE, ONE DIFFERENCE! TWO LINES, TWO DIFFERENCES!
One Loop Puzzle
Gertrude has a secret. Guess her secret about which pieces belong in the box.
Gertrude says: 'Put a piece in the box. If it belongs, it will stay. If it does not belong, it will drop out.
Two Loop Puzzle
Gertrude has two secrets, one for each box. Guess her secret about which pieces belong in each box.
Sometimes a piece belongs in both boxes.
Gertrude says: 'Put a piece in a box. If it belongs, it will stay. If not, it will fall out.
How to Play ↑
Diamonds inside
Blue Square
Blue Squares
←Arrays
↑ Trains
GERTRUDE'S ROOM
Loops→
To ↑ Gertrude
Storeroom→
TREASURE ROOM
STOREROOM
New Pieces Room →
NEW PUZZLE PIECE ROOM
To get a new set of puzzle pieces, pick up one of the shapes below and drop it in a room with some pieces in it.
Shape-Editor ↓
4x4 Array Puzzle
Put one piece in each box to complete Gertrude's pattern.
The pattern can be 'all one shape' or 'all one color' in any row or column.
You will know you are right when a piece will stay.
3x3 Array Puzzle
Put one piece in each box to complete Gertrude's pattern.
The pattern can be 'all one shape' or 'all one color' in any row or column.
You will know you are right when a piece will stay.
GERTRUDE'S SECRETS
Pick up Gertrude. Drop her in a puzzle room. She will bring a set of shapes to do the puzzle.
When the puzzle is done, walls will flash. Then Gertrude will fly in with a treasure for you.
Pick her up and the treasure will vanish to the Treasure Room.
To play again, drop Gertrude in any puzzle room.
SHAPE-EDIT ROOM
Carry a shape into the big box. →
Use E for erase and SPACEBAR to draw.
When you are done, move out of the box.

You are here when the door opens. ▲

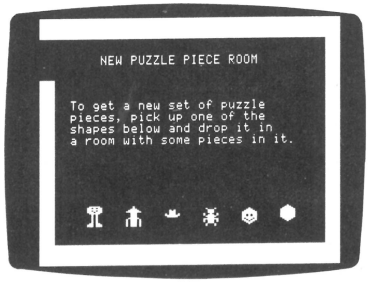
TWO SPECIAL ROOMS

Would you like to play with different puzzle pieces? You can trade them in for ones you like better. And you can make your own pieces.

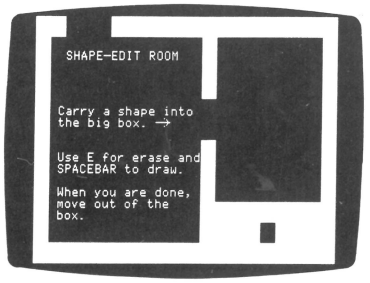
Look at the map on pages 14 and 15. Find the two rooms described here. Move your cursor to each of the rooms. Try them both out.

NEW PUZZLE PIECE ROOM

Pass through the STORE ROOM to get to this room. You can turn puzzle pieces into hats, or rockets, or any of the other shapes waiting in line for you. Pick up the shape you like. Carry it to the STORE ROOM and drop it. Watch what happens. All puzzles you play will now have the new pieces you selected.


NEW PUZZLE PIECE ROOM
To get a new set of puzzle pieces, pick up one of the shapes below and drop it in a room with some pieces in it.

SHAPE-EDIT ROOM



This room is below the STORE ROOM. As you pass through the STORE ROOM, pick up a shape. Carry it to the SHAPE-EDIT ROOM and put it inside the large box. Your shape becomes magnified. The small box below shows the piece in its original size.

Place your cursor anywhere on the magnified shape. Press [E] (or the bottom joystick button). This erases a piece from the shape. Press [SPACEBAR] (or the *top* joystick button) to add to the shape. When you are finished, move your cursor to the STORE ROOM. See what changes you have made.

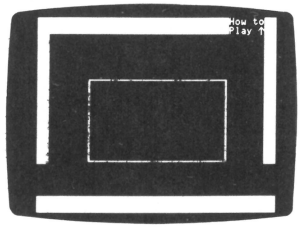
WARNING: If you erase the shape completely and drop it outside the box, both it and the corresponding shapes in the storeroom will be gone. Try not to do this. You will have to turn off the computer and then start again to get the shape back.

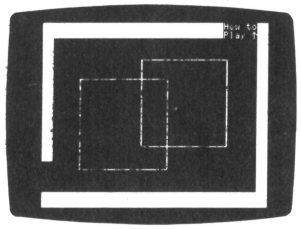
THE LEARNING LIST

Gertrude has three kinds of puzzles. Each has easy and more challenging versions. Gertrude hopes you will try all three kinds. She suggests that you do the easier puzzles first. Be sure to check out the SHAPE-EDIT ROOM too.

PUZZLES	THE SKILLS AND CONCEPTS PRESENTED

LOOP PUZZLES
(2 versions:
easier and harder)

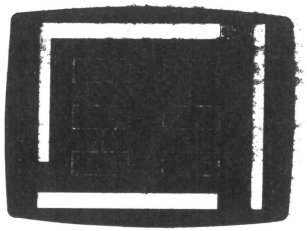


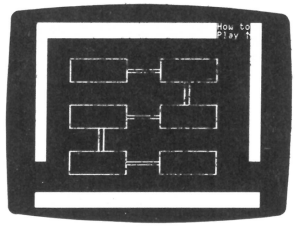


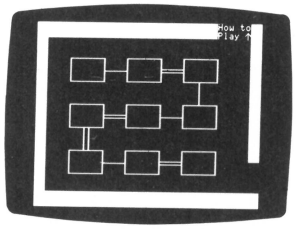
- ☐ Discriminating shapes and colors.
- ☐ Solving a loop (Venn diagram) puzzle.
- ☐ Following directions.
- ☐ Categorizing and inferring patterns and rules.
- ☐ Reasoning and problem solving.

PUZZLES	THE SKILLS AND CONCEPTS PRESENTED

TRAIN PUZZLES
(3 versions:
2 easier, 1 harder)



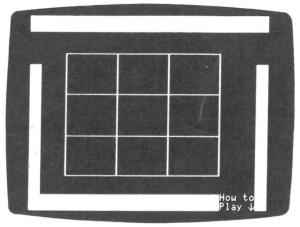


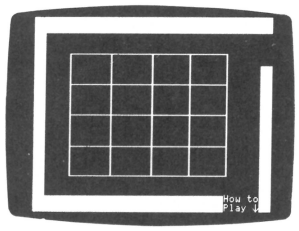


- ☐ Discriminating similarities and differences.
- ☐ Following directions.
- ☐ Recognizing relationships between objects.
- ☐ Sequencing.
- ☐ Reasoning and problem solving.
- ☐ Discovering multiple solutions.

PUZZLES	THE SKILLS AND CONCEPTS PRESENTED

ARRAYS
(2 versions)

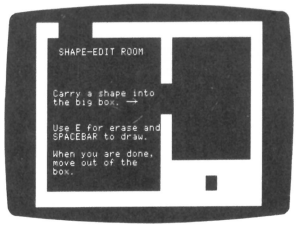




- ☐ Discriminating patterns of shapes and colors.
- ☐ Using arrays (preparation for grids).
- ☐ Following directions.
- ☐ Ordering.
- ☐ Reasoning and problem-solving.
- ☐ Inferring patterns and rules.

SHAPE-EDIT ROOM

- ☐ Using computer graphics techniques.
- ☐ Thinking creatively.



ADDITIONAL ACTIVITIES

FUSSY GERTRUDE

Get a basket. Call it Gertrude's "nest." Draw lots of different eggs for her nest. Some can be large, some small, some medium-sized. Color and decorate each egg. Some can be all one color. Some can be two colors. Some can have stripes, checks, polka-dots, or stars on them. Use your imagination. When all the eggs are decorated, cut them out.

Invite a friend to play. One of you is the "guesser." The other plays "Fussy Gertrude." The guesser starts by putting one egg at a time into Gertrude's nest. As Gertrude, you should pretend to be very, very fussy. You only want a certain kind of egg in your nest (for example, only small eggs; only big eggs with red on them; only striped eggs). Don't tell which kind. That's your secret. The guesser must figure it out.

Honk happily when the guesser puts the right kind of egg in your nest. When the guesser chooses the wrong kind of egg, toss it out of the nest. As soon as your secret is guessed, trade places. Let your friend be Fussy Gertrude and you try to guess.

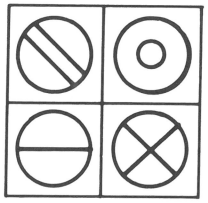
You can also play "Fussy Gertrude" using alphabet or number cards. Make up secret rules and allow only one kind of letter (or number) to stay in the nest. For example: only capital (or small) letters; only letters with holes (or curved lines); only even (or odd) numbers or numbers that are less than 5.

MAKE A RULE, GUESS A RULE

You need four sheets of colored construction paper. Fold each sheet in half. Fold it in half again. This will make each sheet have four different parts. Think of a design that can be easily changed in four different ways. On each sheet of construction paper draw the four variations of your design.

Here is one example:

Cut out the squares to make 16 cards, four of each color and design.



Start a train with a secret rule:

Can a friend guess the rule and finish the train? Take turns being guesser and train-maker.

Variation #1: Deal cards equally to all players (discard any extras). Put one card face up. Decide on a one or two difference train. Take turns adding cards to the train. If a player doesn't have a card to play, the turn passes to the next player. When no one can add a card, or when one player runs out of cards, the game is over. The winner is the player with the least number of cards at the end of the game.

Variation #2: Deal cards equally to all players (discard any extras). Put one card face up. Take turns adding cards to the train as above, except the difference rule will be determined by a coin toss: heads = two differences, tails = one difference. Each player tosses the coin before playing a card. If a player doesn't have a card to play, the turn passes to the next player. The first player to get rid of all his cards wins.

SPECIAL KEYS

KEY		FUNCTION
Apple II+	**Apple IIe**	
▲ I ◀ J K ▶ M ▼	▲ I ◀ J K ▶ M ▼	I moves the cursor up. M moves the cursor down. J moves the cursor to the left. K moves the cursor to the right.
CTRL	CONTROL	Press this with I, J, K, or M to move the cursor a short distance (for fine control).
CTRL — G	CONTROL — G	Press both keys at the same time to turn the sound ON or OFF.
REPT — I REPT — J REPT — K REPT — M	Hold down I, J, K, M	Make the cursor move continuously (REPT means 'Repeat').
SPACEBAR	SPACEBAR	Pick up or drop objects.
SHIFT — ?	SHIFT — ?	Press both keys at the same time to see the special keys list on the screen.
ESC	ESC	Leave the game.
	CAPS LOCK	Makes all capital letters when down. NOTE: CAPS LOCK MUST BE IN DOWN POSITION TO PLAY GERTRUDE'S SECRETS ON THE APPLE IIe COMPUTER.

With a joystick:

If you have a joystick

- Press either button to "wake up" the joystick.
- Use the joystick handle to move around.
- Press either button to pick up or drop objects.

For best results, use a joystick with a handle that returns to the center when it is released.

GLOSSARY

ARRAY

An orderly arrangement of objects. In Gertrude's Secrets, the arrays are arrangements of boxes in rows and columns.

ATTRIBUTE

A feature or characteristic of an object. For example, color and shape are attributes of the puzzle pieces in Gertrude's Secrets.

COLUMN

An arrangement of boxes in a vertical line.

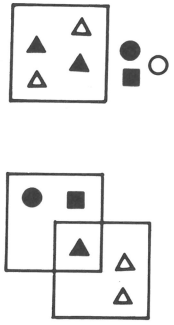
LOOP PUZZLE

The Loop Puzzles in Gertrude's Secrets are traditionally known as "Venn diagrams." (See page 27)

ROW

An arrangement of boxes in a horizontal line.

VENN DIAGRAMS



Venn diagrams are useful in picturing sets and the relationship between sets. For example, if the set is triangles, triangles would appear inside the box, non-triangles outside the box. If there are two rules, for example, blue shapes and triangles, the blue shapes fit in one box. The triangles fit in the other. Blue triangles (fitting both rules) go in the middle where the two boxes overlap.

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